

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (original) A method of video object feature data generation, comprising:

- (a) extracting a first set of features from a moving object detected in a sequence of images;
- (b) extracting a sequence of grid blocks corresponding to motion of said object in said sequence of images; and
- (c) storing said first set of features and said sequence of grid blocks.

Claim 2 (original) The method of claim 1, wherein:

- (a) said extracting of step (a) of claim 1 includes extracting features in every image in said sequence containing said object.

Claim 3 (original) The method of claim 1, further comprising:

- (a) for each of said grid blocks of step (b) of claim 1, extracting features and associating said grid-block extracted features with said grid block sequence.

Claim 4 (original) The method of claim 1, wherein:

- (a) said first set of extracted features of step (a) of claim 1 includes a color histogram.

Claim 5 (currently amended) A method of searching for a video object in a video sequence of images, comprising:

- (a) providing a database of feature vectors of video objects;
- (b) providing a target feature vector;

- (c) comparing said target feature vector to each feature vector of said database;
- (d) ranking said feature vectors of said database according to the results of step (c); and
- (e) finding video objects by an association of video objects with said feature vectors of said database together with the results of step (d).

Claim 6 (original) The method of claim 5, wherein:

- (a) said feature vectors of said database include both path-dependent and path-independent features extracted from video objects moving in sequences of images.

Claim 7 (original) The method of claim 6, wherein:

- (a) said path-dependent features for a video object include a sequence of grid blocks traversed by said video object together with averages of features extracted from said video object when said video object was located in a corresponding grid block.